

SLAM JAM '98
MAGIC & KARREEM

- Dish the no-look pass or post up to sink the "sky hook"
- Call plays, isolate players, set picks and double-team on defense
- Substitute players from a deep bench
- Track player, team, game, and season stats
- Being the boards in the Franchise-Player mode: be the go-to guy for the entire game
- Up to 4 players

"This fast-paced, first-person basketball sim does a phenomenal job of bringing players into the action."
— Next Generation magazine

CHAMPIONSHIP SPORTS
CRYSTAL DYNAMICS

ESRB RATED
TEEN



Pandemonium!

- The most start-pated 3D character action game!
- Endorphin overload! Freely use 3D camera action showcases the huge, brilliantly detailed 3D worlds.
- Starring the acrobatic team of Kiki, Angus and a demented puppet-on-a-spring-loaded sled.
- Tons of variety! Shop-a-droids from a bull-dozing rhino to the fire-breasting dragon.

"Pandemonium! is pure rocket fuel."
— PSX Extreme magazine

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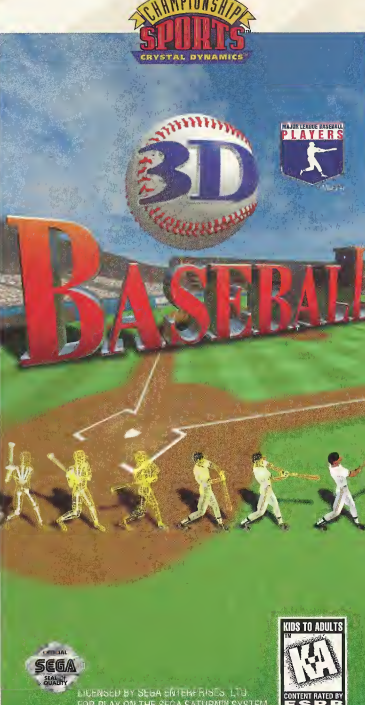
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SEGA™



SEGA SATURN™

T-15906H



CHAMPIONSHIP SPORTS
CRYSTAL DYNAMICS

3D BASEBALL

MAJOR LEAGUE BASEBALL PLAYERS

ESRB RATED
KIDS TO ADULTS

SEGA SATURN
CRYSTAL DYNAMICS

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- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

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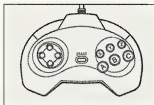
START-UP



- 1 Set up the Sega Saturn system, following the instructions in its hardware manual.
- 2 Plug in one or two game controllers.
- 3 Make sure the power is OFF before inserting or removing a CD.
- 4 Insert the 3D BASEBALL disc, label side up, into the CD tray. Close the disc cover.
- 5 Turn the system ON by pressing the console's Power button.
- 6 In a few moments, following a series of logos, 3D BASEBALL loads and the title screen appears.

Note: If nothing appears on screen, turn the Sega Saturn OFF. Make sure the system is set up correctly, then turn the unit ON.

CONTROLS



MOVING THROUGH MENUS & SCREENS:

- | | |
|---|--|
| Open menus and submenus | Start |
| Highlight menu items | D-Pad UP/DOWN/
LEFT/RIGHT |
| Change stat setting in General Manager mode .. | D-Pad UP/DOWN |
| Pause/resume game | Start |
| Call time-out & display Offensive or
Defensive menus | Start in batter's box and
before pitcher winds up |

Note: See special sections in the manual, such as "Batting" and "Pitching," for specific button controls.

MAIN MENU

1. At the title screen, press **Start** on the controller to display the Main Menu.
2. Press the **D-Pad UP/DOWN** to select the type of game and press **Start**.

EXHIBITION

Play a one-player, two-player, or simulated game.

NEW PENNANT RACE

Begin a one-player season of 26, 81 or 162 games.

CONTINUE PENNANT RACE

Continue a partially finished season.

OPTIONS

View the Options screen to make game adjustments

1. Press the **D-Pad UP/DOWN** to choose options categories.
2. Press the **D-Pad LEFT/RIGHT** to make adjustments.

FIELDING

Auto — You control the pitching/throwing; the computer automatically gets you in position to catch the ball.

Manual — You control the pitching/throwing AND getting into position to catch the ball.

ERRORS ON/OFF

- When Errors are ON, players can commit errors. An Error Sign will show the position number of the player who makes the error (example: E-6 for shortstop), then the error is entered in that player's stats.
- When Errors are OFF, players will not commit errors.

SOUND FX

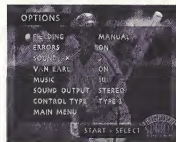
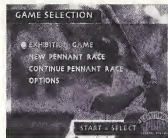
Adjust the sound level from 0 (off) to 10 (loudest).

VAN EARL ON/OFF

Turn Van Earl Wright's play-by-play (ON) or (OFF).

MUSIC

Adjust the music level from 0 (off) to 10 (loudest).



SOUND OUTPUT

Switch between (stereo) or (mono) sound.

CONTROL TYPE

With the button controls to one of three configured settings:

FUNCTION	TYPE 1	TYPE 2	TYPE 3
Action 1	B	C	B
Action 2	A	A	C
Action 3	C	B	A
Change View	X	Z	X
Change Display	Y	Y	Y
Shorten Leadoff	Z	X	Z
Aim Left	L-Shift	L-Shift	L-Shift
Aim Right	R-Shift	R-Shift	R-Shift

Action 1 = Pitch, Throw, Cut-off throw, Dive, Jump, Swing, Run Back

Action 2 = Bunt

Action 3 = Pickoff, Run Forward, Leadoff, Steal,

EXHIBITION GAME

1. At the Game Selection screen, highlight EXHIBITION and press Start.

2. Highlight PLAYER 1 and press the D-Pad LEFT/RIGHT to select your team.

3. Highlight COMPUTER and press the D-Pad LEFT/RIGHT to select your opponent.



Note: To play against a friend, see the section "Two-Player Games" below. To simulate a game, highlight "Players" and select "Demo" before choosing your teams.

- Highlight HOME TEAM and press the D-Pad LEFT/RIGHT to select a home team.
- Highlight STADIUM and press the D-Pad LEFT/RIGHT to select one of four stadiums.
- Highlight ROSTERS and press D-Pad LEFT/RIGHT to select from 1996 season rosters or your current Pennant Race roster. Pennant Race rosters are not adjustable in Exhibition Mode.
- Highlight START GAME and press D-Pad LEFT/RIGHT to turn ON or OFF. Note: if set to ON, the game is over if a team is winning by 10 runs or more after 4 1/2 innings.
- Highlight TEN RUN RULE and press Start to display the Starting Lineup screen and make pre-game lineup changes.

Note: See sections "Starting Lineup" and "General Manager."

TWO-PLAYER GAMES

- In two-player Exhibition Games, Player One is in control of:
 - designating an Exhibition game on the Game Select screen
 - selecting a two player game on the Exhibition screen
- After selecting a two player game, both controllers make Team, Home Team and Field decisions.
- On the Starting Line-Up screen, Player One gets first look at his team. Press Start to select lineup.
- After Player Two selects lineup, press Start to Play Ball!

STARTING LINEUP

Change the batting lineup, replace the pitcher and fielders or just check out stats on your team.

TO CHANGE THE BATTING ORDER:

- On the Starting Lineup screen, press Button A to view the Bench screen.
- Press the D-Pad UP/DOWN to select the player to be changed and press Button A.
- Press the D-Pad UP/DOWN to select the player to replace the first player. Press the D-Pad LEFT/RIGHT to check out all the stats on that player.
- Press Button A to make the switch.



TO REPLACE A STARTER:

- On the Starting Lineup screen, press Button A to view the Bench screen.
- Press the D-Pad UP/DOWN to highlight player to replace. Press Button A.
- Press the D-Pad DOWN to highlight player from the bench to bring in. There is a space separating the starting players (upper list) from the bench players (lower lists).
- Press Button A to complete the switch.



TO SWITCH PLAYER DEFENSIVE POSITIONS:

- Before the game from the Starting Lineup screen, press Button A.
 - *During gameplay press Start to call time-out. Highlight Defensive change and press Button C.
- Press the D-Pad UP/DOWN to highlight player to move and press Button A.

3. Press the **D-Pad UP/DOWN** to select the player you want to switch positions with.
4. Press **Button B** to make the switch.

Note: The user cannot make a defensive replacement or pinch-hit if there are no bench players left. Also, you may not switch positions with the pitcher.

TO REPLACE THE PITCHER BEFORE A GAME:

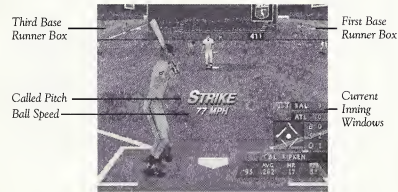
1. On the Starting Lineup screen, press **Button B** to view the Bullpen screen.
2. Press the D-Pad UP/DOWN to highlight a prospective pitcher. Press the D-Pad LEFT/RIGHT to check out the pitcher stats.
3. To select a new pitcher, press **Button A** to make the switch.
4. Press **Start** to return to the Lineup screen.



Note: In PENNANT RACE mode, pay special attention to the Rest & Stamina (STM) Ratings of a prospective pitcher. See the section "Reading Stats."

PLAY BALL!

GAME SCREEN



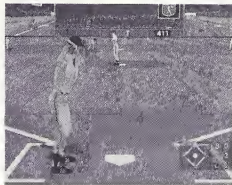
GENERAL SCREEN CONTROLS

Pause/resume	Start
Switch Field View	Button X

CURRENT INNING WINDOWS

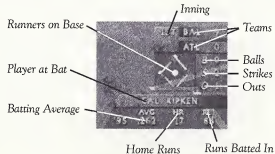


Maximized



Minimized

- Check the Current Inning Windows for key play making information.
- Maximize or minimize the windows by pressing **Button Y**.



TIME-OUT

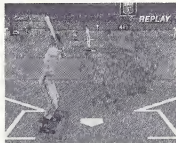
Call a time-out to display the Offense or Defense menu, and make batting, pitching and fielding changes. See specific sections such as "Batting" and "Pitching" for more information.

Call time-out **Start** (when batter is in the box & before the pitcher's wind-up)

INSTANT REPLAY

To call an Instant Replay of the last play:

1. Press **Start** to call time-out.
2. Highlight INSTANT REPLAY on the Defense or Offense Menu and press **Button C** to display the Instant Replay screen.
3. Press **Button A** to select one of five camera views for the replay.
4. Press **Button B** to start the replay.
5. Press **Button C** to freeze the action anywhere in the replay.
6. Press **Start** to return to the game.



BATTING

Adjust position at plate **D-Pad UP/DOWN/LEFT/RIGHT**
 Swing **Hold Button B**
 Check Swing **Tap B**
 Hit to left **Button B + Left Shift**
 Hit to right **Button B + Right Shift**
 Bunt to left **Button A + Left Shift**
 Bunt to right **Button A + Right Shift**

- Batting success depends on your skill, the batting average of the player you are controlling and the pitcher he is up against.
- The Batter's stats play a major role in what kind of hit he is going to get when he connects with the ball.

*Note: If you don't want to see the "stat flash" for each player, press **Button A** to skip.*

SENDING IN A PINCH HITTER

When you send in a pinch hitter, he will automatically take over the fielding position of the replaced player unless you switch him with another player. See section, "Starting Lineup".

1. Press **Start** to call a time-out to display the Offense menu.
2. Press the **D-Pad UP/DOWN** to highlight PINCH HITTER and press **Button C** to show the Bench screen.
3. Press the **D-Pad UP/DOWN** to highlight a benched player from the lower list.
4. Press **Button A** to switch the players.
5. Press **Start** to return to the Offense menu, and highlight CONTINUE and press **Button C** to re-enter the game.

Note: If you send in a pinch hitter for your pitcher, you must select a new pitcher at the Bullpen screen prior to taking the field. See the section "Bringing In a Relief Pitcher."

BASERUNNING

- A runner automatically runs to a base when he hits, is walked or is forced to a base.
- A leading off runner will return to base on his own during a pick-off attempt.



BASE DESIGNATIONS:

First **D-Pad RIGHT**
 Second **D-Pad UP**
 Third **D-Pad LEFT**
 Home **D-Pad DOWN**

SPECIFIC RUNNER CONTROLS:

Advance runner to second **D-Pad UP + Button C**
 Advance runner to third **D-Pad LEFT + Button C**
 Advance runner to home **D-Pad DOWN + Button C**
 Return runner to first **D-Pad RIGHT + Button B**
 Return runner to second **D-Pad UP + Button B**
 Return runner to third **D-Pad LEFT + Button B**

BEFORE THE BALL IS HIT:

Lead off	Button C
Extend lead off	Button C (tap again after lead off)
Shorten long lead off	Button Z
Steal during wind-up	Button C
Run back to base	Button B

AFTER THE BALL IS HIT:

Advance all runners	Button C
Return all runners	Button B
Advance specific runner	Button C + D-Pad base designation
Return specific runner	Button B + D-Pad base designation

SENDING IN A PINCH RUNNER

1. Call a time-out to view the Offense Menu.
2. Press the **D-Pad UP/DOWN** to highlight PINCH RUNNER.
3. Press **Button C** to show the Bench screen. Your man on base will have a base number listed under Status (ST) to the right of their name.
Example: You have Maddux on first base. His Status designation is 1B.
4. Highlight the player on base that you want a pinch runner for and press **Button A**.
5. Press the **D-Pad UP/DOWN** to highlight a pinch runner from the lower list.
6. Press **Button A** to select the pinch runner.
7. Press **Start** to return to the Offense menu. Highlight CONTINUE and press **Button C** to re-enter the game.

Note: See Section, "Reading Stats."

PITCHING



Adjust position on the mound	D-Pad LEFT/RIGHT
Pitch	Button B + D-Pad for ball control
Change-up	D-Pad UP
Fast ball	D-Pad DOWN
Breaking ball	D-Pad LEFT/RIGHT

Important Note: Pitch type is determined at the time the pitch button is pressed.

Pick off	Button C + D-Pad base designation
----------------	-----------------------------------

PICK-OFF PLAY BASE DESIGNATIONS:

First	D-Pad RIGHT
Second	D-Pad UP
Third	D-Pad LEFT

- In a one player game, the opposing team will automatically call time-outs to replace pitchers.

Note: Press "A" to button through the "stat flash" for each player.

BRINGING IN A RELIEF PITCHER

Your pitcher will get tired if he makes a lot of pitches. Look for these signs:

- The pitcher starts shrugging prior to delivery.
- Pitch variations like breaking balls stop working.
- Fast balls are losing their velocity.

1. Call a time-out to display the Defense Menu.
2. Press the **D-Pad UP/DOWN** to highlight PITCHING CHANGE.

3. Press **Button C** to view the Bullpen.
4. Press the **D-Pad UP/DOWN** to highlight a pitcher. In **PENNANT RACE** mode, check out the **REST** number next to your reliever. This is the number of days of rest that is needed for the pitcher regain all of his skill.
5. When you decide on a new pitcher, press **Button A** to make the switch.
6. Press **Start** to return to the Defense menu. Highlight **CONTINUE** and press **Button C** to re-enter the game.

DOUBLE SWITCH

- When making a pitching change when the DH is not in effect, the user is given the option to make additional changes to his lineup.
1. Press **Button A** to make the reliever switch (see Relief Pitcher #5).
 2. Start a double switch by pressing **Button B**.
 3. At the Bench screen, press the **D-Pad UP/DOWN** to highlight defensive player to leave game.
 4. Press **Button A** to place relief pitcher into that player's spot in the batting order.
 5. Press the **D-Pad UP/DOWN** to highlight defensive replacement.
 6. Press **Button A** to complete the **DOUBLE SWITCH** or press **Button C** to cancel. The defensive replacement will assume the former pitcher's (or pinch hitter's) spot in the batting order.
 7. Press **Start** to return to the Defense menu. Highlight **CONTINUE** and press **Button C** to re-enter the game.

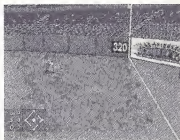
FIELDING

When the Fielding Option is set to **AUTOMATIC**:

Your fielders will attempt to field the ball on their own. The user then controls the throw.

When the Fielding Option is set to **MANUAL**:

The active player is highlighted by a yellow circle and the balls landing area is highlighted with a yellow target. The user controls the fielding and the throwing.



- When throwing to bases, use the **D-Pad** to designate the base. If you do not press the **D-Pad**, the throw goes to first base.

- If there is no fielder at the base you are throwing to, your active fielder will run toward the base to make the out.
- When there is no fielder visible on the field, a yellow arrow points in the direction of the closest fielder.
- Make fielder adjustments during a defensive Time-out.

Use these base designations for fielding:

Home	D-Pad DOWN
First	D-Pad RIGHT
Second	D-Pad UP
Third	D-Pad LEFT

Before Catching the Ball:

Switch controlled fielder	Button C
Dive for ball	Button B + direct with D-Pad
Jump for ball	Button B
Run for ball	D-Pad

After Catching the Ball:

Throw ball	Button B + D-Pad to designate base
Run to base	Button C + D-Pad to designate base

When an Outfielder's throw to Third or Home is in the Air:

Tell cut-off man to catch and hold	Button B
Tell cut-off man to catch and throw	Button B + D-Pad to designate base.
Disable cut-off man	Press B again to disable cut-off man

Note: See **Main Menu** section to set fielding to **Automatic** or **Manual**.

ADJUSTING FIELDING POSITIONS

Adjust fielding positions based on different play situations. Fielding positions return to the default between innings.

1. Call a time-out.
2. Press the **D-Pad UP/DOWN** to highlight OUTFIELD or INFIELD.
3. Press the **D-Pad LEFT/RIGHT** to make the fielding setup.
4. Highlight **CONTINUE** and press **START** to return to game.

Infield Setups

Normal
Double Play
Corners In
Half-Way
In (on the grass)
Righty Pull
Lefty Pull
Guard Lines

Outfield Setups

Normal
Deep
Shallow
Shade Left
Shade Right
Gap Right
Gap Left
Guard Lines

DEFENSIVE CHANGES

1. Call a time-out.
2. Press the **D-Pad UP/DOWN** to highlight DEFENSIVE SUB from the Defense Menu
3. Press **Button C** to display the Bench screen.
4. Press the **D-Pad UP/DOWN** to highlight the player to replace. Press **Button A**.
5. Press the **D-Pad UP/DOWN** to highlight the player to substitute in and press **Button A**.
6. Press **START** to return to the Defense menu. Highlight **CONTINUE** and press **Button C** to re-enter the game.

Note: See "Starting Lineup" section for changing defensive positions.

PENNANT RACE

1. On the Game Selection Menu, choose **NEW PENNANT RACE** and press **Start**.

Note: If a Pennant race is already in progress, this warning displays: "Warning!! A pennant race is already in progress. Starting a new one will destroy the existing one." Press Button A to begin a new pennant race, or press Button C to return to the Main Menu.



2. On the Pennant Race Menu, highlight **SELECT TEAM** and press the **D-Pad LEFT/RIGHT** to pick your team.
3. Highlight **SEASON LENGTH** and press the **D-Pad LEFT/RIGHT** to select a 26, 81 or 162 game season.
4. Highlight **HOME STADIUM** and press the **D-Pad LEFT/RIGHT** to select your home game stadium.
5. Press **Start** to view the Sports Desk Menu.

- Highlight **SCHEDULE** and press **Start** to view upcoming games. Press the **D-Pad LEFT/RIGHT** to cycle through the calendars. Your next game is circled.
- Highlight **STANDINGS** and press **Start** to view all the teams by league and division. More information is displayed as you get into the season.
- There are no League Leaders yet. Once the season is under way check here more current info on the top players.



Note: See more about the Standings screen and League Leaders in the "Reading Stats" section.

6. If you want to enter General Manager Mode, highlight **GENERAL MANAGER** and press **Start** or highlight **START GAME** and press **Start** to get into the season.
7. Make last minute changes on the Starting Lineup screen and press **Start** to load the season and play your first game.

PLAYER OF THE GAME AND MVP

Each game ends with the Player of the Game screen, featuring key stats on the best performer. When you finish a season of play, several post-season awards, including an MVP for each league, are handed out.



Post-Season Awards:

- MOST VALUABLE PLAYER-** The player in each league deemed to be the most valuable to his team.
- PITCHER OF THE YEAR-** The pitcher in each league deemed to be the most valuable to his team.
- BATTING CHAMPION-** The player in each league who finishes the season with the highest batting average.
- RBI CHAMPION-** The player in each league who drives in the most runs during the season.
- STOLEN BASE CHAMPION-** The player in each league who steals the most bases during the season.

PLAYOFFS

In order to advance to the playoffs you must first qualify in Pennant Race mode. The season ending divisional winners and one wildcard team from each league qualify for the playoffs. The wildcard team is the team that finishes with the best season record that was NOT a divisional winner.

In the Wildcard Round of the playoffs, the wildcard team will play the division winner with the better overall record of the two teams that are NOT in its division. The other two divisional winners play each other in the other playoff.

The four winners from the Wildcard Round play in the League Championship Series.

The two winners from the League Championship Series play each other in the World Championship.

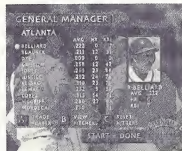
Home field advantage for each series is given to the team with the better league record, with the exception of the wildcard team, which is never granted home field advantage.

Note: Even if you do not qualify for the playoffs, you may see how the teams that did qualify fared in the postseason by selecting "Continue Pennant Race" from the Game Selection Menu and selecting "View Schedule" from the Sports Desk Menu.

GENERAL MANAGER

The General Manager mode allows the user to make team changes by altering player stats and/or trading players.

- Change their batting average from 0 to 500.
- Jack up their home run statistic to 62.
- Pad their batters batted in to 150.
- Change Pitchers' Win/Loss and ERA.
- Trade Players



Note: Players without stats did not play in 1995, and will need stat changes to reflect their actual abilities. The Default Stats are based on the real 1995 stats for each player.

CHANGING PLAYER STATS

1. Press **Button A** to open General Manager from the Exhibition screen, or the Sports Desk screen in Pennant Race Mode.
2. Press the **D-Pad UP/DOWN** to highlight the player whose stats you want to change. If you are going to adjust pitcher stats, press **Button B** and then press the **D-Pad LEFT/RIGHT** highlight the desired pitcher.
3. Press the **D-Pad LEFT/RIGHT** to highlight the stat that you want to alter.
4. Press the **D-Pad UP/DOWN** to raise or lower the stat.
5. If you decide to return the Stats and Rosters to the defaults, press **Button C** to cancel your changes.

*Note: In Pennant Race Mode, you will receive a warning that players and their stats will return to their last saved settings. Press **Button A** to erase your current changes. Press **Button C** to keep your changes in force.*

6. Press **Start** to exit GM mode. Any roster changes will now be saved.

TRADING PLAYERS

Note: Players who are traded between leagues will not take their accumulated Pennant Race statistics with them, but traded players from teams in the same league will retain all statistics.

1. Press **Button A** to open the General Manager screen from the Exhibition screen, or the Sports Desk screen in Pennant Race mode.
2. On the General Manager screen, press the **D-Pad UP/DOWN** to highlight the player you want to trade. If you want to trade off a pitcher, press **Button B** and then highlight the desired pitcher.
3. Press **Button A** to select your player and display the other teams. Press the **D-Pad LEFT/RIGHT** to select a team. Press the **D-Pad UP/DOWN** to highlight the player you want to bring to your team.
4. Press **Button A** to make the trade and return to the General Manager screen. If you decide to return the Stats to the defaults, press **Button C** to reset your roster and cancel the trade.

Note: In Pennant Race Mode, you will receive a warning that players and their stats will return to their last saved settings. Press Button A to reset to the defaults. Press Button C to keep your changes in force.

5. Press **Start** to return to game.

TRADING DEADLINE

In Penant Race mode, no trades or stats adjustments will be permitted after the following periods:

26 game seasonafter game 20
81 game seasonafter game 67
162 game seasonafter game 135

QUITTING A GAME OR A SEASON

1. Call a time-out.
2. Highlight **QUIT GAME** and press **Button C**. A quit warning will appear. Note that stats are not saved for incomplete games in Pennant Race mode.
3. Highlight **YES** and press **Button C** to quit the game.

SAVING & LOADING SEASONS

If you do not have enough space (133 blocks) to save 3D Baseball, you will need to create space in the Saturn's NVRAM by deleting other saved files. A warning will appear prior to beginning a NEW PENNANT RACE and direct you to the NVRAM manager for this purpose.

SAVING A NEW PENNANT RACE

1. At the Main Menu, highlight NEW PENNANT RACE and press **Start** to begin new season. Only one PENNANT RACE season can be saved at a time.
2. If you have an existing Pennant Race in progress you will be given the option to delete or not. Go back to the Main Menu by pressing **Button C** or to delete existing PENNANT RACE in progress and begin a new one by pressing **Button A**.

LOADING SAVED PENNANT RACE

1. At the Main Menu, highlight CONTINUE PENNANT RACE and press **Start** to load a previously saved season.
2. If you have a season saved, you will view the Sports Desk and return to the Pennant Race in progress.

Note: See PENNANT RACE for more details.

MEMORY CARTRIDGE

If you are using a memory cartridge to save your Pennant Race, insert the cartridge before turning on the system. If both the cartridge and the system's internal memory storage each contain a 3D Baseball file, the game will use the file on the memory cartridge.

READING STATS

Check Stats carefully to make key decisions for gameplay and trading players.

- Performance over the season.
- Find out the stamina levels of player.
- Check how rested relief pitchers are before sending them into a game.
- Gather information on the strengths and weaknesses of the opposition.

Find Stats in these places:

- Standings (During a Pennant Race) — Select **VIEW STANDINGS** on the Sports Desk screen any time after you complete the first game in the Season.
- General Manager screen - Open this screen from the Sports Desk during Pennant Race
- Bench or Bullpen screens.

BATTING STATS

2B Doubles
3B Triples
AB At bats
AVG Batting average
B Bats
 L Left handed
 R Right handed
 S Switch hitter
BB Walks
E Errors
H Hits
HR Home runs
POS Player Positions
 1B First baseman
 2B Second baseman
 3B Third baseman
 C Catcher
 CF Center fielder
 LF Left fielder
 P Pitcher
 RF Right Fielder
 SS Shortstop
R Runs scored
RBI Runs batted in
SB Stolen Bases
SLG Slugging percentage (total bases divided by times at bat)
ST Status (a runner's position on the bases)

TEAM STATS

Away Away games won or lost
GB Number of games out of first place
Home Home games won or lost
L Losses
L10 Wins and losses for last 10 games
PCT Percentage of games won
STR Streak (number of games won or lost in a row)
W Wins

PITCHING STATS

BB Base on balls allowed (walks)
ER Earned runs allowed
ERA Earned run average (# of earned runs allowed per 9 innings)
H Hits allowed
HR Home runs allowed
IP Innings pitched
K Strikeouts
L Losses
POS Position
 RP Relief pitcher
 SP Starting pitcher
R Runs allowed
Rest Number of days remaining to be fully rested
STM Stamina rating- This rating will be at its highest when a pitcher is fully rested.
SV Saves
T Throws
 L Left hander
 R Right hander
W Wins

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Special Thanks

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Alpha CD

Game Manual

Hanshaw, Ink.

Sam Player

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